



National Park Service Assateague Island National Seashore

GENERAL HUNTING REGULATIONS 2007-2008



Public hunting within the boundaries of Assateague Island National Seashore (Seashore) is recognized as a recreational activity in the legislation that established the Seashore (Public Law 89-195). The regulations for hunting within the Seashore are designed to provide a safe and meaningful experience for hunters.

State laws governing the public areas of Maryland and Federal Regulations (Title 36 CFR) apply to both the lands and the waters within the boundaries of the Seashore. Hunting is legal only in specifically designated areas and at specifically designated dates and times within the Seashore.

Hunters are responsible for knowing and complying with the State and Federal regulations that apply within the boundaries of the Seashore.

Licenses and Stamps

A valid State of Maryland hunting license is required for each hunter. All waterfowl hunters, 16 years of age or older, are also required to carry a signed Federal Migratory Bird Hunting and Conservation Stamp. A Maryland Migratory Waterfowl Stamp is required for all migratory game bird hunters. Hunters are no longer required to sign and attach this stamp to their license. If hunters do not sign and attach this stamp to their license they must possess the printed receipt showing proof of purchase of the stamp while hunting migratory game birds.

Hunter Registration and Waterfowl Permit Fee

New hunters at the Seashore are **required** to obtain a **hunter ID registration number** at the Ranger Station between the hours of **8am to 4pm, Monday-Sundays**. This hunter registration is your permit to hunt at Seashore along with your valid Maryland State hunting license. You must obtain this registration number **prior** to hunting within the Seashore. Returning hunters must ensure that they keep their hunter ID card updated with current information; this system is in place for **YOUR SAFETY**. All hunters are required to sign in and sign out **each time** they enter or leave the hunting zone. Registration sheets will be found inside the ranger station during business hours OR in the registration box outside the office when the office is closed. All game taken must be recorded on the registration sheet located outside the Ranger Station. **All hunters must check out no later than one-and-one-half hours after the end of official hunting time.**

Effective January 1, 2008, the Seashore will be charging a \$20.00 Waterfowl Hunting Season Fee. This is will be charged just once for each waterfowl hunting season and must be paid at the time the hunter registers to hunt. Waterfowl hunter registration ID numbers issued prior to January 1, 2008, will only be valid through December 31, 2007. Hunters will be required to obtain a new Waterfowl Hunting Permit if they wish to continue to hunt after January 1, 2008.

Entrance Fees

Seashore entrance fees are collected throughout the year and can be paid at the Ranger Station. A seven-day vehicle pass is \$10.00 and an annual pass is \$20.00 (valid for a calendar year). Golden Age and Golden Access Passports are also available at the Ranger Station. For additional information inquire at the Ranger Station. **Starting January 1, 2008, the park's entrance fees will be increasing to \$15.00 for a seven-day pass and \$30.00 for an annual pass (valid for a calendar year).**

Over-Sand Vehicle (OSV) Permits

Some hunting zones are accessible from developed roads or by boat. However, most areas open to hunting are accessible only by the Over Sand Vehicle (OSV) zone. An OSV permit is required in the OSV zone and special equipment is required before a permit will be issued. OSV permits are \$70.00 per vehicle until 12/31/2007 and are valid for 12 months. **Starting January 1, 2008, OSV permits will increase. For more information on OSV permit fees for 2008 inquire at the Ranger Station.** Permits may be purchased at the Ranger Station during normal business hours. At certain times during storms, beach flooding, and other emergencies, the OSV zone may be closed to **all** public use. Contact the Ranger Station for additional information about OSV use on the Seashore.

Location Marking System

In the Hunting Zone, reflective decal numbers will be on 4-inch PVC pipes placed in line with the OSV corridor boundary posts marking OSV bay access roads, seasonal hunting roads and parking areas. The entrance to the OSV zone is located at km 16. White posts marking the boundary of travel corridors will be topped in reflective black tape, while posts denoting the location of off-beach travel routes will be topped in reflective orange.

The following are PROHIBITED:

- ◆ **HUNTING on SUNDAYS** (This allows for non-hunting recreational activities and uses that are precluded during active hunting)
- ◆ Construction or use of any permanent tree stands or blinds. (Hunters may use portable hunting stands that do not damage the tree, however they **MUST** be removed at the end of each hunting day.) **All** stands must be removed each day.
- ◆ Use of "screw in" steps.
- ◆ Damage to any vegetation. This includes cutting, thinning, pruning, or removal of any vegetation.
- ◆ Driving deer by any means.
- ◆ Hunting with handguns of any kind. Muzzleloading handguns are **NOT** permitted during muzzleloader season.
- ◆ Hunting with a breech loading rifle of any kind.
- ◆ Hunting with a shotgun rifle combination
- ◆ Use of dogs while hunting deer.
- ◆ Hunting within 300 yards of a waterfowl blind or a waterfowl hunter during the waterfowl season.
- ◆ The use of shotguns larger than 10 gauge or smaller than 20 gauge.
- ◆ Use or possession of buckshot.
- ◆ Possession of a firearm while hunting with either a vertical or crossbow.
- ◆ Baiting of any type.
- ◆ Possession of a loaded and/or readily available weapon outside of any hunting zone. When exiting any hunting zone, weapons **MUST** be unloaded (including the magazine), cased and stored in a manner that will prevent their ready use.
- ◆ Use of Laser Sights
- ◆ Discharge of a weapon for other than a hunting purpose, except for making a muzzleloader safe at the end of an unsuccessful hunt.
- ◆ Failure to report to the ranger station all wounded game is prohibited. Hunters are required to make a concerted effort in locating (tracking) wounded game and are required to call the Ranger Station, (410) 641-3030, if tracking a deer will interfere with checking out on time.
- ◆ Wanton waste is prohibited.
- ◆ Use or possession of alcoholic beverages is prohibited while hunting.

New Definitions For the 2007-2008 Season:

Legal Antlered Deer Definition "Sika"

- An antlered Sika deer is a Sika deer with at least one antler visible above the hairline.

Legal Antler-less Deer Definition "Sika"

- An antler-less Sika deer is a Sika deer with no antler visible above the hairline.

Legal Antlered Deer Definition "Whitetail"

- An antlered Whitetail deer is a Whitetail deer with a minimum 3 visible points on one antler.

Legal Antler-less Deer Definition "Whitetail"

- An antler-less Whitetail deer is a Whitetail deer with no antler visible above the hairline.

Illegal "Whitetail"

- An illegal Whitetail deer is a Whitetail deer with at least one antler visible above the hairline and less than 3 visible points on one antler.

Visible

- To be seen with the naked eye, without optics.

Shooting Hours

- Shooting hours are from one-half hour before official sunrise to one-half hour after official sunset.

Primitive Muzzleloader

- Flintlock, percussion cap or matchlock ignition systems, a single-barrel long gun that loads from the muzzle manufactured prior to 1900, or a similar reproduction of an original muzzleloader, .40 caliber or larger, using a single projectile with use of iron sights only. These legal primitive muzzleloaders are the only types allowed during our primitive muzzleloader season October 13, 15-17th, 2007.

All Type Muzzleloaders

- Include the following; Flintlock, percussion cap, matchlock and inline ignition type systems.

DEER AND UPLAND GAME REGULATIONS

Species	Type of Season	Open Season	Season Bag Limit
*Whitetail Deer	*Archery Season (Vertical Bow) (Crossbow)	Sep. 15 – Jan. 31 Oct. 1 – Oct. 15	1 antlered 1 antler-less Total
*Sika	*Archery Season (Vertical Bow) (Crossbow)	Sep. 15 – Jan. 31 Oct. 1 – Oct. 15	2 antlered *4 antler-less Total
Whitetail Deer	**Muzzleloader (Primitive) Muzzleloader (All types)	Oct. 13- Oct. 17 Oct. 18 – Oct. 20	1 antlered 1 antler-less Total
*Sika	**Muzzleloader (Primitive) Muzzleloader (All types)	Oct. 13- Oct. 17 Oct. 18 – Oct. 20	2 antlered *4 antler-less Total
Whitetail Deer	Shotgun season	Nov. 24 – Dec. 8	1 antlered 1 antler-less Total
*Sika	Shotgun season	Nov. 24 – Dec. 8	2 antlered *4 antler-less Total
Junior Hunt (Whitetail and Sika)	Shotgun season	Nov. 10	1 antlered 1 antler-less Each

* During archery season (Archery bag limits include any combination of takes using either vertical bow or crossbow) total allowed; one antlered Whitetail buck with a minimum 3 visible points on one antler and one antler-less whitetail may be harvested along with six Sika deer 2 antlered and 4 antler-less. **It is required that one of the first two Sika harvested under the bag limit for each exclusive season must be an antler-less deer.**

** Flintlock and percussion cap muzzleloaders with iron sights are legal primitive hunting devices **NOT** inline ignition models with or without optic sights.

- All type muzzleloaders can be used during the shotgun season in place of the shotgun, the season bag limit is still for the shotgun even if taken with muzzleloader.
- Checkout time for deer hunters is one-and-one-half hours after the end of official hunting time.
- Deer outfitted with radio neck collars and/or ear tags can be harvested. Hunter must return the items to the Ranger Station.
- Season takes are exclusive, that means each season is separate and does in no way count towards another season. An example would be; an antler-less Sika harvested during the archery or muzzleloader hunt does not permit a shotgun hunter to attempt to initially harvest two stags in a different season.

Muzzleloader Season

Muzzleloader season on Assateague Island is **NOT** the same as for the State of Maryland. Muzzleloaders must be at least .40 caliber in size and use not less than 60 grains of black powder or a black powder equivalent and propel one all-lead or lead alloy or copper soft-nosed or expanding bullet or ball at a single discharge. The use of Sabot loads and telescopic sights are permitted. Both flintlock and percussion cap muzzleloaders to include inline ignition models are legal hunting devices on October 18-20th, 2007 season.

Maryland Big Game Harvest Record

All Licensed Hunters will be issued a Maryland Big Game Harvest Record upon purchasing a hunting license. Hunters not required to have a license must obtain a Maryland Big Game Harvest Record from a Maryland Sport License agent at no charge. All Hunters are required to have the Maryland Big Game Harvest Record in their possession at all times while hunting.

Fluorescent Orange Requirements

In accordance with Maryland State law, any person on Assateague Island National Seashore who hunts wildlife or who accompanies, aids, or assists another person hunting such game during the muzzleloader and shotgun seasons is required to wear fluorescent orange. The garment must be a cap of solid daylight fluorescent orange color **or** a vest **or** jacket containing front and back panels of at least a minimum total of 250 square inches of solid fluorescent orange color **or** an outer garment of camouflage fluorescent orange worn above the waist which contains at least 50% fluorescent orange color. **ALL hunters, including archery hunters, must wear the required fluorescent orange during the muzzleloader and shotgun seasons when hunting in the muzzleloader and shotgun areas. This includes November 10th during the Junior Hunt.**

Hunter Limits During Shotgun/Muzzleloader Season

Due to potential safety problems and overcrowding, the National Park Service (NPS) limits the number of deer hunters and or aids permitted in the hunting zone at any one time to **140**. After this limit is reached, hunters will be admitted to the hunting area on a one-off one-on basis. This limit may affect only those hunters arriving on the morning of the opening day of shotgun & Muzzleloader season.

Field Tags

In accordance with Maryland State law, a **field tag must be filled out in ink and attached** to the deer **before** moving it from place of kill. Field tags are provided in the "Hunting & Trapping in Maryland 2007-2008" booklet. In cases where the hunter is not required to have a Hunting License, the hunter must complete the tagging procedure. Field Tags can be made by using other paper and providing the information as described on page 32 of the Hunting and Trapping in Maryland Guide. Unlicensed hunters will record the last four digits of their social security number followed by their zip code in the hunting license number section. The carcass may be field dressed but the head and the hide may not be removed nor the meat cut up into parts until the animal has been checked at the ranger station and properly checked in with the State of Maryland.

Deer Check-In

All hunters are required to sign in and sign out at the registration box that is located outside the Ranger Station and inside while open during regular business hours each time they enter or leave the hunting zone. All game taken must be checked out on the registration sheet outside the Ranger Station. Deer can be weighed at the scale located along the side of the Ranger Station and recorded on the sign in/out sheet. Deer taken on Assateague Island will not count toward State bag limits.

In Addition All Hunters are required to register their deer with Maryland Department of Natural Resources using the Telecheck System by Midnight on the day the deer is harvested. The Telecheck system can be accessed using one of the following methods: 1) Via phone by calling the Big Game Registration Phone Line at 1-888-800-0121, or 2) Via the internet at www.gamecheck.dnr.state.md.us. Hunters will be asked to provide a deer hunt code. **The hunt code for Assateague Island National Seashore is 585.**

Crossbow Season

Crossbow must have a draw of at least 75 pounds. Arrows must have a sharpened broad head with metal cutting surface having a minimum width of 7/8 of an inch. The use of telescopic sights is permitted. When not in use crossbows must be cased with the action undrawn. Hunters aged 65 years and older or those who possess a Resident Senior Hunting License can hunt deer with a crossbow during the general archery hunting season. Hunters with physical disabilities that prevent them from using a traditional bow may apply for a special crossbow permit through Maryland's Department of Natural Resources in order to hunt deer during the bow season.

Arrow Identification

Bow and crossbow hunters must label their arrows with their name, prior to hunting with them in the National Seashore. A permanent marker of contrasting color is the best way to mark arrows.

Hunting Areas for Deer (see maps)

The attached hunting maps show the designated deer hunting zones. The shaded areas on the maps delineates "no hunting" areas. Public hunting is prohibited in all the shaded areas. Legal hunting areas are as follows:

- **Northern Boundary**
The northern boundary of the deer hunting zone is the east-west "double-track" trail located south of the "Life of the Dunes Trail." It is marked with "No Hunting" Signs. Hunting is permitted south of this line.
- **Southern Boundary**
The southern boundary is the Maryland-Virginia State Line. A beach-to-bay fence line delineates the boundary.

- **Eastern Boundary**

The white markers on the beach east of the primary dunes define the eastern boundary. These white markers also indicate the western limits of the Over Sand Vehicle Zone. Hunters may not hunt east (ocean side) of these markers. OSV users may not drive west (bayside) of these markers, except at designated crossings. Parking west of these markers is prohibited unless it is in a designated parking area. This area is primarily accessed by vehicles which have a valid Over Sand Vehicle zone permit. Hunters who do not possess a permit can access the area by parking in the “Life of the Dunes” parking area and walking south on the trail until they enter the hunting area. Before entering or exiting the hunting area, hunters must unload their weapons (including the magazines).

- **North End Archery Zone for Deer**

The northern 10 Kilometers (6 miles) of Assateague Island National Seashore that lies north of Assateague State Park is too flat and narrow to permit the use of firearms. This portion of the island is designated as an **archery-only Sika and Whitetail deer** hunting area. The North End is partitioned into two distinct hunting areas, the southern foot access area and the northern boat access area.

North End hunters may reserve one day a month for each month of archery season (September –January). Reservations are recommended. Reservations may be made either in person at the Ranger Station or by telephone (410) 641-3030. A hunter’s name and hunting number must be provided for each reserved spot in either the walk-in or boat-in areas. Hunters with reservations **MUST** check in at the Ranger Station no later than 9:00 a.m. the day of their scheduled hunt via phone or in person, or they will lose their reservation. Hunters without reservations interested in same day hunting must check at Ranger Station sign in board. Any open spaces will be available on a first-come, first-served basis on a separate sign in sheet. Hunters must also sign in on the Deer Sign in Sheet. Reservations can be made beginning September 10, 2007.

- **North End Foot Access Area**

The North End foot access area begins at the National Seashore and State Park Boundary, just south of the Shell Road parking area. The boundary is identifiable by the east/west trail that runs from the Shell Road toward duck blind “A” (handicapped accessible duck blind). The foot access hunting area extends north from that trail to kilometer post 5.0 (east of Navigational Marker #13). Six hunters maximum will be permitted to hunt at any one time in the foot access area. Hunters in the foot access area are required to park in the posted Shell Road parking lot and are **prohibited from driving or boating in to retrieve game**.

- **North End Boat Access Area**

The North End boat access area begins at the Ocean City inlet south to kilometer 4.0 (east of Navigational Marker #11/Snug Harbor). Maximum **4** hunters will be permitted at any one time in the boat access area. Hunters traveling by boat must check in and out either by registering in person at the National Park Ranger Station or by telephone 8am-4pm at (410) 641-3030. Boat-in hunters are required to launch from a local public boat ramp. Hunters must complete a personal information card in person at the Ranger Station prior to beginning their first hunt.

Upland Game and Webless Migratory Bird Regulations

Species	Open Season	Daily Bag Limit (Possession limit same as bag limit)
Eastern Cottontail Rabbit	Nov. 3 – Jan. 31	4
Quail	Nov. 3 – Jan. 31	6
Mourning Dove	Nov. 10 – Nov. 23 Dec. 22 – Jan. 3	12
Fox Red and Grey	Nov. 15 – Jan. 31	No Limit
Crow, Woodcock, Clapper and King Rails, Sora and Virginia Rails, Common Snipe	Closed	Closed

Shooting Hours for Upland Game

One half hour before sunrise to one half hour after sunset. Exception for Fox, see below.

Other Upland Game Regulations

- ◆ Hunters may only hunt upland game with a shotgun or bow. (Muzzleloaders, handguns and rifles are prohibited.)
- ◆ All Hunters will be required to use Non-Toxic shot. **Use and/or possession of lead shot is illegal for waterfowl and upland game.**
- ◆ Hunters must wear fluorescent orange when hunting upland game (see page three).
- ◆ Hunting by falconry is prohibited due to ongoing studies of migratory falcons on Assateague Island.
- ◆ Hunting within 300 yards of any waterfowl blind or waterfowl hunter is prohibited during waterfowl season.
- ◆ Use or possession of buckshot is prohibited.
- ◆ Trapping game on Assateague Island National Seashore is prohibited.
- ◆ Trained hunting dogs may be used to hunt upland game, provided they are leashed outside of the hunting zone or while not engaged in hunting activity.

Fox

Fox may be hunted from one-half hour before official sunrise to one-half hour after official sunset. Hunting fox with the aid of dogs and/or electronic calling devices is prohibited. Trapping of fox is prohibited. The unarmed chasing of fox for sport is prohibited.

Hunting Areas for Upland Game

The attached hunting maps show the designated upland game hunting zone. The shaded areas on the maps delineates "no hunting" areas. Public hunting is prohibited in all the shaded areas. Legal hunting areas are as follows:

- **Northern Boundary**
The northern boundary of the deer and upland game hunting zone is the east-west "double-track" trail located south of the "Life of the Dunes Trail." It is marked with "No Hunting" Signs. Hunting is permitted south of this line.
- **Southern Boundary**
The southern boundary is the Maryland-Virginia State Line. A beach-to-bay fence line delineates the boundary.
- **Eastern Boundary**
The white markers on the beach east of the primary dunes define the eastern boundary. These white markers also indicate the western limits of the Over Sand Vehicle Zone. Hunters may not hunt east (ocean side) of these markers. OSV users may not drive west (bayside) of these markers, except at designated crossings. Parking west of these markers is prohibited unless it is in a designated parking area.

Restrictive Project Areas

Hunters are prohibited from interfering with scientific research within the Seashore. All fenced, posted or signed areas; bay tide gauge stations, bayside SAV buoys, or any other research areas are not to be disturbed. **Hunters should avoid moving or altering any study equipment. If there is any doubt as to what an item is, leave it alone.** Researchers will be actively working in the field throughout the hunting season. Active projects this year will include the following.

Annual nighttime mist-netting and recorded calling for Saw-Whet owls will continue. Searches for insects may occur at many locations throughout the island, and may involve black light traps at night. Monitoring of bald eagle nesting is ongoing, and a signed hunting zone buffer has been installed surrounding that area.

A study of Whitetail and Sika deer movement and habitat selection is continuing. Some deer are fitted with radio collars. All deer are available for hunter harvest, but hunters are required to return collars from harvested deer to the ranger station. A series of enclosures have been constructed at several locations in order to monitor the effects of deer and horse herb ivory on island plant communities. Hunters are requested to avoid entering any fenced areas. A researcher will also be visiting several pond study sites in order to document fish and amphibian populations.

Squirrels

Hunting for squirrels is **prohibited** on Assateague Island due to the presence of the **Endangered** Delmarva Fox Squirrel. Hunters are requested to report sightings of live squirrels at the Ranger Station during check out. The Park is interested in what type of squirrel were seen (Grey or Fox squirrel) and the location.

Nutria

Occasionally, nutria will migrate into the coastal bays from the Chesapeake Bay. Hunters are encouraged to report the location of nutria sightings on or around Assateague Island to the ranger station.

Disease Alerts

Hunters are reminded that several wildlife diseases with potential impacts to humans could be contracted on Assateague. Lyme disease is transmitted by the Deer tick that is present in all vegetated areas of the island, particularly along deer and horse trails. The Salt Marsh mosquito is capable of transmitting Eastern Equine Encephalitis, and the Fresh Marsh mosquito can transmit West Nile virus. Hunters can reduce the potential exposure to these three diseases through the use of insect repellants and daily body checks for imbedded ticks. Rabies is also present in the county, so hunters should avoid bare-handed contact with raccoons, fox and other mammals.

PROPOSED WATERFOWL SEASONS - SUBJECT TO CHANGE

Ducks, Coots, and Mergansers

Species	Open Season	Daily Bag Limit
Ducks, Coots, and Mergansers*	Nov. 10 – Nov. 23 Dec. 11 – Jan. 26	*See Duck Daily Bag Limit
Black Duck	Nov. 10 – Nov. 23 Dec. 11 – Jan. 26	One
Junior Waterfowl Day	Nov. 3	**See National Youth Waterfowl Hunting Day Bag Limit

***Daily Duck Bag and Possession Limits**

6 ducks (including mergansers) per day which may include no more than: 5 long-tailed ducks, 4 scoters, 4 mallards (max. 2 hen mallards), 2 wood ducks, 2 redheads, 2 scaup, 2 canvasbacks, 2 hooded mergansers, 1 pintail, 1 fulvous tree duck, 1 mottled duck, and 1 black duck (during black duck season), no harlequin ducks. In addition to the duck bag limit, hunters may take 15 coots per day.

****Daily Duck Bag Limits for the National Youth Waterfowl Hunting Day:**

6 ducks per day (including mergansers) but the total may not include more than: 5 long-tailed ducks, 4 mallards (max. 2 hen mallards), 4 scoters, 2 wood ducks, 2 redheads, 2 scaup, 2 canvasbacks, 2 hooded mergansers, 1 black duck, 1 pintail, 1 fulvous tree duck, and 1 mottled duck. In addition to the duck bag limit, youth hunters may take 2 Canada geese, 15 snow (white or blue color phase) geese, 2 brant, and 15 coots on Youth Waterfowl Hunting Day. There is no open hunting season for harlequin ducks and swans.

*Hunters 15 years of age or younger may participate in the National Youth Waterfowl Hunting Day if the individual possesses a valid hunting license or is exempt from Maryland hunting license requirements. The individual must possess a Maryland Migratory Game Bird Stamp, and must be accompanied in the field by an individual who:

- Is 21 years old or older.
- Possesses a valid Maryland hunting license, or is exempt from hunting license requirements.
- Is not a field with a firearm, bow or other hunting device.

Sea Ducks, Geese and Brant

Species	Open Season	Daily Bag Limit
Sea Ducks (Soters, Long-tailed Duck, and Eiders)	Oct. 6 – Jan. 26	5 per day (no more than 4 Scoters)
Canada Goose (Atlantic Population)	Nov. 15 – Nov. 23 Dec. 15 – Jan. 26	2 per day
Atlantic Brant	Nov. 15-Nov 23 Dec. 10– Jan. 26	2 per day
Greater Snow Geese	Oct. 27 – Nov. 23 Dec. 4 – Jan 31	15 per day (no possession limit)
Tundra Swan	SEASON CLOSED	SEASON CLOSED

Waterfowl Shooting Hours

Shooting hours are from one-half hour before official sunrise to official sunset.

Hunting Areas for Waterfowl

Some constructed blinds have been removed and replaced by markers to delineate "hunting areas" to allow waterfowl hunters the use of portable blinds and anchored boats. Hunting areas will be identified by numbered post in each particular zone. Hunters **MUST hunt within 100 yards** of the marked post. Hunters must hunt from a stationary position and may not walk hunt in their assigned area. Rangers can provide information regarding the type of blind site or hunting areas. Hunters unfamiliar with Assateague Island National Seashore, or the changes to the waterfowl program, should obtain information from the ranger station prior to beginning their hunt.

Assignment of Blind Sites

Hunters must register for all blinds and hunting areas in person at the Ranger Station. A daily random drawing for waterfowl sites is held at 5:00 am each morning. Hunters should not arrive before 4:30 am. All hunters signed in before 5:00 am can participate in the drawing; however, hunters are **NOT** guaranteed a site in which to hunt. Depending on the number of hunters participating in the drawing, there may be times when there are more hunters than available sites. Hunters not drawing a site may be turned away until a site is vacated.

If any sites are available following the morning drawing, the remaining sites will be assigned on a first-come first-served basis. Individuals wanting boat-in sites who choose not to participate in the morning draw may register for vacant boat-in sites by phone. Hunters should call (410) 641-3030 between 5:15 a.m. and 5:30 a.m. or after 9:00 a.m. to register for boat-in sites. **There may be no more than three people, including any observers, total in any blind or area.**

Hunter Registration

All hunters and observers accompanying hunters are required to sign in and sign out at the registration box that is located outside Ranger Station or during business hours inside the station 8am-4pm each time they enter or leave the hunting zone. All game taken must be checked out on the registration sheet outside the Ranger Station. Groups in blinds or areas are limited to a maximum of **three** hunters and one gun per hunter. An exception may be made for the physically challenged blind. Contact ranger station for details.

Hunters **MUST** sign-out in person at the registration box next to the Ranger Station. Hunters registered for boat-in blinds are required to checkout by phone **within two hours** at (410) 641-3937 of the end of official shooting hours. Hunters must report any wildlife taken. Failure to properly checkout of sites or report any wildlife taken may result in restricted or revoked hunting privileges, and/or fines.

Temporary Blinds

Same-day set up and removal of temporary (portable) blinds is permitted in designated hunting areas. Portable blinds or blind materials brought into Assateague Island National Seashore **MUST NOT** contain any forms of live or dead vegetation. Camouflage cloth or material is recommended. The use of common reed (*Phragmites australis*) is prohibited.

Accessible Blind for the Physically Challenged

The Seashore maintains one blind (Blind "A") for hunters with physical challenges. This blind may be reserved in advance by calling (410) 641-3030. Hunters with physical challenges may reserve the blind for a maximum of six days total per person during waterfowl season. Hunters with physician verification of physical challenges have priority access to the blind. The National Park Service reserves the right to cancel any reservation made for this blind by a hunter who cannot provide written verification of a disability. Written verification must be from the hunter's primary care physician. It is recommended that all hunters using this blind be accompanied by hunting partners. Contact the Ranger Station for additional information.

Temporary closing of boat-in blinds

Weather conditions may result in restricting the safe access to the park's boat-in hunting blinds. Such conditions include prolonged below average temperatures, thick ice and/or heavy winds or small craft advisory. In the interest of safety, the park will institute closures of specific or all boat-in blinds when such conditions exist.

Waterfowl Hunting Regulations

- ◆ **Waterfowl shall be hunted only from numbered NPS-owned blinds or numbered hunting areas.**
- ◆ Hunting current and valid Maryland state hunting license is required along with current/valid state waterfowl stamp or endorsement and a federal duck stamp that is affixed and signed on license.
- ◆ Nontoxic shot is required for waterfowl and coot hunting. Possession of lead shot is prohibited.
- ◆ Migratory game birds may not be taken with a shotgun capable of holding more than 3 shells of any size.
- ◆ Shotguns larger than 10 gauge are prohibited.
- ◆ Trained dogs are permitted for waterfowl retrieval provided they are leashed elsewhere in the park.
- ◆ Weapons possessed outside of designated hunting zones must be unloaded (including the magazine) and cased so to prevent their ready use.
- ◆ Walk hunting to drive or "kick-up" waterfowl is prohibited.
- ◆ No firearms shall be discharged from outside a blind or hunting zone unless the hunter is actively attempting to retrieve downed and crippled waterfowl.
- ◆ Parties in blinds or areas are limited to **3 persons** and 1 shotgun per hunter.
- ◆ Hunters under 16 years of age must be accompanied by a licensed adult 21 years old or older.
- ◆ Hunters shall not enter the public waterfowl hunting area more than **one** hour before legal shooting time and shall be out of the blind or area **30** minutes after the close of legal shooting time.
- ◆ Hunters shall remove spent shells and garbage from the blind or hunting areas.
- ◆ Hunters using NPS-owned blinds or areas shall enter and leave the hunting area via designated routes on the island.
- ◆ The leaving of decoys or equipment at a blind site for the purpose of holding occupancy is prohibited.
- ◆ Hunters may take, in any one day, only the bag limit established for each species.
- ◆ The head or one fully feathered wing must remain attached to all birds while being transported.
- ◆ The use of recordings of migratory game bird calls and sounds or electronically amplified imitations of birdcalls is prohibited.
- ◆ The use or aid of live decoys is prohibited.
- ◆ The cutting, damaging, destruction, removal, or pruning of any vegetation on Assateague Island is strictly prohibited.
- ◆ Alcoholic beverages and/or controlled substances are prohibited in any NPS-owned blind or hunting area.
- ◆ Hunting under the influence of alcohol and/or controlled substances is strictly prohibited.
- ◆ Any attempt to shoot at or take any waterfowl that is not in season, over the daily bag limit or another hunter's bag limit is prohibited.

State of Maryland Hunting regulations apply within the National Seashore. For additional information see "Hunting and Trapping in Maryland 2007-2008" and/or the State of Maryland Dept. of Natural Resources website at www.dnr.state.md.us

For any hunting related questions to any of the above mentioned regulations please contact the hunting coordinator for Assateague Island National Seashore, U.S. Park Ranger M. Budzynski.

How to Contact Us
Assateague Island National Seashore
7206 National Seashore Lane
Berlin, MD 21811
(410) 641-3030
www.nps.gov/asis

September 7, 2007

Scott J. Bentley, Superintendent: _____